



NWBA Rule Changes

Effective 8/1/2024

TIMING

- Four (4) 10-minute quarters
 - Overtime: 5 minutes
- Prep division: Four (4) 8-minute quarters
 - Overtime: 2 minutes

FREE THROWS

- Players will shoot two (2) shots on all fouls beginning with the 5th team foul in each quarter.
- The team fouls are reset each quarter.
- Player control fouls are non-shooting fouls.

TIMEOUTS

- Each team will get two (2) full - 60 second - and three (3) - 30 second) timeouts per game.
 - Each team will receive one (1) full timeout per overtime period in addition to any unused timeouts from regulation play.
- Prep division: Each team will get four (4) 60-second timeouts per game.
 - Each team will receive one (1) full timeout per overtime period in addition to any unused timeouts from regulation play.

TIMEOUTS (cont.)

- Coaches can call timeouts at anytime during game.

MERCY RULE - JUNIOR DIVISION

- When a team is 20 or more points ahead, they must drop back to play defense at the 3-point line.
- If the defensive team plays defense outside the 3-point line, they will receive one (1) warning per game.
 - Each infraction after the initial warning will result in a one-shot technical foul and POI (point of interruption) play continues. The technical foul is not charged as a team foul and does not count towards disqualification.

MERCY RULE - JUNIOR DIVISION

(cont.)

- The clock will run continuously when a team is ahead 20 points or more in the final two (2) minutes of the game.
- The clock will run continuously when a team is ahead by 31 points or more after halftime. The clock will stop for injury, equipment issues, or timeouts. The officials can stop play for anything they deem relevant during the play.

BACKCOURT

- Removing the NCAA Men's Rule for all divisions.
- After a timeout in the back court by the offensive team, once play resumes, the offensive team will have only the remaining time from the original 10 seconds to get the ball across half court.
 - Teams will not get another 10 seconds in the back court after they call timeout.



PREP EMPHASIS

- Any time an offensive throw-in goes from the front court into the back court, the offensive team has 10 seconds to get the ball into the front court.

PREP EMPHASIS (cont.)

- Defensive teams must stay at least one (1) chair length behind the half court line when offensive players are moving into the front court. If the defensive player prevents the offensive player from getting into the front court, the defensive team will be given a verbal warning for delay of game.
- Each infraction after the initial warning will result in a one-shot technical foul and POI (point of interruption) play continues.
 - The technical foul is not charged as a personal or team foul. Continuous violations could result in a disqualification to the head coach for egregious action.
- The offensive team will get the ball back with a throw in from half court.

SECOND EMPHASIS

- Applies to all divisions.
- If the offensive player is legally guarded in the lane with legal guarding chair position by the defense, and the offensive player cannot get out of the lane within 3 seconds, a lane violation will be called on the offensive player.

SECOND EMPHASIS (cont.)

- It is illegal for a player to push into the space occupied by an opponent's wheelchair.
 - For example, a player cannot push his horizontal bar into or underneath an opponent's chair or in behind the front or rear castors in order to prevent that opponent from moving.
- A player cannot push his chair between the rear wheels of an opponent in order to hold or push his opponent's chair. A foul should be called against the player who has caused the contact.

SECOND EMPHASIS (cont.)

- All of the players are stationary. The WHITE defender has forced his chair into the back of and under the chair of the stationary GREEN player who has the ball. This makes it very difficult for the GREEN player to maneuver his chair. This is a HOLDING foul by the WHITE player. This type of foul is less common in the modern game because most chairs have rear castor wheels that make it more difficult to push under an opponent's chair from behind. However, this type of contact still occurs.



SECOND EMPHASIS (cont.)

- When guarding a stationary opponent, who may or may not have the ball, a defender can position his chair as close as possible short of contact. The defender can position his chair besides, in front of, or behind the player who has the ball without causing chair contact.

SECOND EMPHASIS (cont.)

- The defender must respect the following principles:
 - A stationary player is entitled to the space on the court occupied by his wheelchair. (Reference: IWBF - Article 33.3)
 - An opponent may not place his wheelchair between the rear wheels of an opponent's chair. (Reference: IWBF - Article 33.3)



SECOND EMPHASIS (cont.)

- Offensive player who is boxed in by legally positioned defenders and cannot get out. Player moves their chair and notify that they are getting out of the lane but are not able to move. A three second violation will be called on the offensive player.
- Offensive players cannot displace an opponent's chairs who has established a legal guarding position. Defensive players who are not in legal guarding position that make contact on an offensive player (who is prevented from leaving the lane) will be called for a defensive holding foul.



REMOVE FRONT COURT THROW IN LANE VIOLATION

- Prior to presentation of the ball for a front court throw in, the officials will clear the lane.
- The official that is administering the throw in will blow their whistle, which signals to the offensive players that they may then enter the lane legally.

ADVANCEMENT INTO FRONT COURT

- Advance of the ball into the front court in the last minute of the game will follow the NCAA basketball advancement rule.



Guidelines for the Option to Advance the Ball

Prepared by Jon Levinson, NCAA Women's Basketball Secretary-Rules Editor

What is the rule?

- During the last 59.9 seconds of the game (fourth period or any extra period) when the team in control of the ball, or the team who is to be awarded a throw-in in their backcourt, is granted a timeout, the team will have the option to move the throw-in spot to a point 28 feet from the end line on either side of the playing court.
- The game time when the timeout is granted and charged, and not the time that team control began, will determine whether the option is available to the team calling timeout.
- An opponent's timeout or an electronic-media timeout does not provide a team with the option to advance the ball (unless the electronic-media timeout is a result of the team in control requesting a timeout, e.g., the first team-called timeout in the second half).
- If the team advances the ball by a pass or dribble, in any direction, before the timeout is granted, the team will no longer have the option to advance the ball.
- If the ball has been dribbled or passed in the backcourt before the timeout, successive timeouts do not provide the team with the option to advance the ball.
- If the ball has been dribbled or passed in the backcourt and the team in control is still in their backcourt when the defense commits a common foul before the bonus is in effect or a violation, the option is available to the team in control when they request a timeout.
- If the ball has been dribbled or passed in the backcourt and play is stopped for a timing or scoring mistake, an inadvertent whistle, a held ball, a technical foul assessed to the team in control, or for an injury, blood situation or lost or displaced glasses/lenses and the team in control calls a timeout, the option to advance is NOT available.
- The head coach must notify the officials of his/her intent to advance the ball, or which side of the court to make the throw-in, before the timeout has been reported to the scorer. If the head coach does not inform the officials before the timeout has been reported to the scorer, play will resume at the point of interruption. When the head coach does not designate a side of the court to inbound the ball before the timeout is reported to the scorer, the throw-in will be made at the 28-foot line tableside.

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